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CLEAN VERSION OF THE AMENDED CLAIMS:

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10. (new) The method according to claim 1, further comprising

monitoring a credit balance state with a first operational block exhibiting a game stake;

monitoring the total playing time by a second operational block;

randomly determining winning symbols during the complete game time by a control unit;

illustrating and displaying the randomly determined winning symbols with a symbol display device;

activating a first branching block by a third operational block for determining the remaining residual game time;

determining in a second branching block in case of a presence of remaining residual game time, if an operating element furnished on the front side of the entertainment automat has been actuated;

performing a return to the first branching block in case of an absence of an operating element activation.

11. (new) The method according to claim 1, further comprising

checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated;

performing a return to a branching block in case of no actuation of the operational element;

checking which one operational element was actuated in case of an actuation of the operational element;

checking in the branching block 45, if a maximum winning value is displayed with the symbol display device;

5) performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

displaying winning symbols with the symbol display device upon remaining of a residual game time;

holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block.

performing a return from the one branching block to the second branching block by checking if the game time has ended;

determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; performing a return from a second operational block to a third operational block by checking if a further credit balance state sufficient for a game stake is present.

14. (new) The method according to claim 2, further comprising initiating a network by actuating the power switch of each entertainment automat;

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assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time; switching the second entertainment automat present in the network to a slave function;

randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;

transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;

checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game;

57 sending from the master a control signal to all other entertainment automats present in the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game;

monitoring in an operational block, if an okay signal was returned by all slaves;

starting the supplemental game at the same time in all participating coin actuated entertainment automats.

15. (new) The method according to claim 2, further comprising activating an entertainment automat in case of a credit balance state exhibiting a game stake;

monitoring a total game time by an operational block;

randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;

activating a branching block for determining the remaining residual game time by the operational block;

checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of remaining residual game time;

5) performing a return to the branching block if no operational element actuation took place;

checking in case of actuation of the operational element which operational element was actuated;

determining and displaying a game result of the displayed symbol combination in an operational block;

determining in a first branching block if a maximum winning value is displayed with the symbol display device;

performing a return from the first branching block to a second branching block 39 case of a non-reaching of the maximum winning value; and

checking the game time in the second branching block.

16. (new) The method according to claim 2, further comprising performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;

displaying winning symbols in case of a remaining residual game time with the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block;

performing a return from the first branching block to the second branching block;

checking in the second branching block, if the game time has ended.

scanning the individual results of the slave entertainment automats are scanned by the entertainment automat turned master in case of an ended game time;

accumulated the incoming game results by the master;

communicating the incoming game results from the master to the slaves;

determining the winning value in the following in an operational block;

displaying the determined winning value with the coordinated display means of a respective entertainment automat;

performing a return from an operational block displaying the winning value to a second operational block checking the game stake.

17. (new) The method according to claim 2, further comprising

initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes a master function;

switching further entertainment automats contained in the network to slave operation; wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;

randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;

displaying the determined symbol combination with the symbol display device;

transmitting an adjustable share part of the stake of each base game to a common jackpot counter;

checking in a branching block, if an instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;

confirming a receipt of the instruction of the start of the supplemental game to the master;

activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;

checking by an operational block, if the master signal for the special games is present;

57 randomly determining winning symbols by a control unit during the complete game time;

displaying the determined winning symbols with the symbol display device;

activating a first branching block for determining the remaining residual game time by an operational block;

checking in a second branching block, if an operational element furnished on the front side of the entertainment automat was actuated;

performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.

18. (ncw) The method according to claim 2, further comprising

checking which operational element was actuated in case of an actuation of an operational element;

determining a game result of the displayed symbol combinations;

displaying the determined game result in the operational block;

determining in a branching block if a maximum winning value is displayed with the symbol display device;

performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;

checking the game time in the second branching block;

performing a return from the first branching block to a second operational block;

performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;

displaying winning symbols with the symbol display device in case of a remaining of residual game time;

holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block; performing a return from the first branching block to the second branching block by checking if the game time has ended;

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performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.
